ARMADA
EVERYONE
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CONTENT RATED BY
ESRB
SEGA
Metro3D, Inc.
T-40301N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast™ should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast™ before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast™.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast™:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast™ GD-ROM disc is intended for use exclusively on the Sega Dreamcast™ video game system. Do not use this disc in anything other than a Sega Dreamcast™ console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Sega Dreamcast™ VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast™ video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast™ video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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WHAT IS ARMADA?

Armada is a 4-player action game built for the Sega Dreamcast system. Players are encouraged to use the VMU (Visual Memory Unit) to store their character and savegame information.

Up to 4 Players can control spaceships simultaneously to shoot at huge aliens. Players build experience to grow in power. Players can also find new technology and acquire ship upgrades to become more powerful. The ultimate goal of the game is to fight the biomechanical Armada and protect civilization.

Thank you for choosing Armada. Have Fun!

THE STORY SO FAR...

Long ago, our ancestors departed from planet Earth and traveled to the stars.
We knew that if we remained on Earth, the Universe would eventually send an asteroid our way. We needed to spread out into space.

After 10,000 years of survival and evolution in alien environments, a multitude of diverse human variations emerged. We adapted to life on countless worlds and harnessed unprecedented powers of matter and energy, but the sum of human knowledge lay scattered about the universe. Despite all our achievements, we could not share our unique understanding with one another.

In this time of separation, a massive biomechanical Armada took notice of the Earth-born tribes and engaged humanity in centuries of unrelenting warfare. We could not communicate with the Armada, and we did not know what crime we had committed that would cause these aliens to seek our destruction.

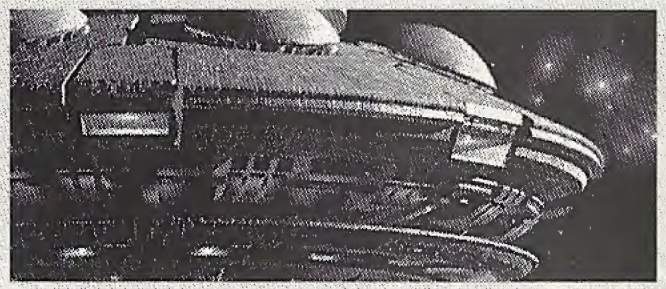
The Armada consumed worlds and ended civilizations with cruel efficiency, but six of the Earth-born tribes survived to form Allied Command. When the six races formed the Alliance, many separate traditions came together to create a stronger unity. We were able to save our civilization on a single world and together we developed the technology to defend ourselves from the aggression of the Armada.

You are born to an era of hope and reunification. As the captain of a starship, your growth and your triumphs champion the cause of all the Tribes in our war against the Armada.

One way or another, your goal is to survive the attack of the Armada and win the freedom of our people either by destroying the Armada or establishing communication with it. Good luck!

STARBASES

A Starbase is a huge space station inhabited by one of the Allied races. The Starbases provide a defensive perimeter around Allied City and give you a place to rest. Journey to the Starbases and trade technology with them to increase your power.



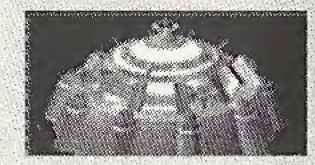
Here are the coordinates of the Starbases:

Allied Starbase
X:-78, Y:99

Eldred Starbase
X:13652, Y:-5886

Terran Starbase
X:-3408, Y:2400

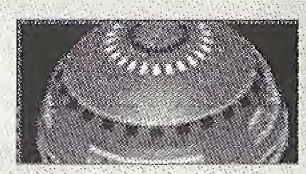
Scarab Starbase
X:-128, Y:-9822



Nomad Starbase
X:2421, Y:14343

Drakken Starbase
X:12421, Y:7476

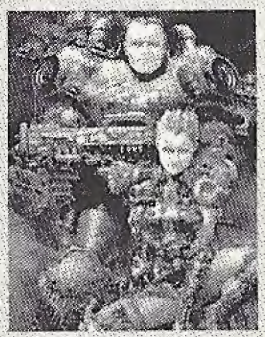
Vorgan Starbase
X:-12989, Y:-5788



Allied Races
The following is a brief history of each of the Allied Races:

TERRAN
The Terrans remained on Earth until the Great Armada Invasion of 4057. Biosphere colony ships set course for the Nomad's last known destination: the Nexus System. Many generations of Terrans lived and died during the centuries-long journey, but Terran engineering and ingenuity kept the travelers alive. The struggle for survival forged the previously decadent Earth-dwellers into a society of rugged and forthright frontier explorers. Today, Terran military technology is second only to Nomad hardware in terms of power and is without equal in the domain of precision engineering and overall sturdiness.

Rapid Fire
Bonus Armor
Twin Homing Rockets



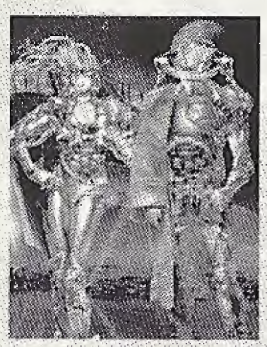
NOMAD
Nomads boarded the first sleeper ship to be launched from Earth 10,000 Standard Years ago. They sought to escape a life of mistreatment as space miners, soldiers, and servants. The Nomads choose not to live terrestrially because they were genetically engineered to survive in zero-g environments, at low pressures. Earth-dwelling Terrans feared them, for Nomads appear brutish and their bodies continually twitch and flex, like the pulsing of a heart muscle. Since the Nomads do not live on the worlds they exploit, they tend to not be as concerned with the fate of planetary civilization. The Nomads produce ships optimized for combat, sparing little room for creature comforts or reserve life support.

Explosive Shot
Bonus Damage
Beam Weapon

ELDRED

The Eldred were born of the Scarab Disunity of 5470. Eldred society is comprised of strict matriarchies where dominant females control 5-10 subservient males. The Eldred spent many years in hiding from the Armada before joining the Alliance. They developed a technology that helps screen the Alliance City from the attention of the Armada. This Eldred field-disrupter technology makes them an essential ally in the war against the Armada, but Eldred culture makes them wary of cooperation in defending their region of space. The Eldred have great mistrust for the Vorgans and believe that the Vorgans have somehow been in communication with the Armada.

Enhanced Warp Engines
Bonus Energy Max
Experience Bonus for Kills



SCARAB

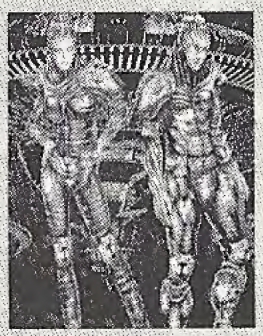
The Scarab departed from Earth with the Terrans, but in 200 million smaller seed ships. The Scarab strictly regulated their brains through implants and formed colony mind groups. The Scarab respected Terran autonomy and did not impose Unity upon them. The Scarab hurried to join their distant cousins only to find themselves trapped in the grip of the Armada. The Scarab Unity constructs technology that emphasizes speed over firepower, in order that they may continue to observe the universe unmolested.

Radial Shot
Bonus Speed
Increased Shot Rate

DRAKKEN

Long ago, Earth Government offered all violent political felons amnesty if they would volunteer to participate in the experimental Space Ark Project. After the felons took over the ships and imprisoned their captors, they discovered that they had all been part of a new Nomad project to create a deep space human. The Drakken were able to flourish in a largely dead area of space by breeding a hierarchy of food-grade humans capable of converting solar radiation into nutrients through a process similar to photo-synthesis. Many modern Drakken citizens bear a greenish skin tone that is a reminder of their sordid history.

Forward Triple Shot
Bonus Shots
Credit Bonus for Kills



VORGAN

The Vorgans were the first to arrive at what is now known as Allied Command. The Vorgan people are genetically distinct from other Earth-born races in that they possess an auxiliary communication organ in their brain. This organ produces and receives a range of alpha-wave modulations that constitute the Vorgan language. The Vorgans excel in science and have developed technology to manipulate energy fields in order to help repair damaged systems.

Guided Shot
Damage Resistance
Ultratech Bonus

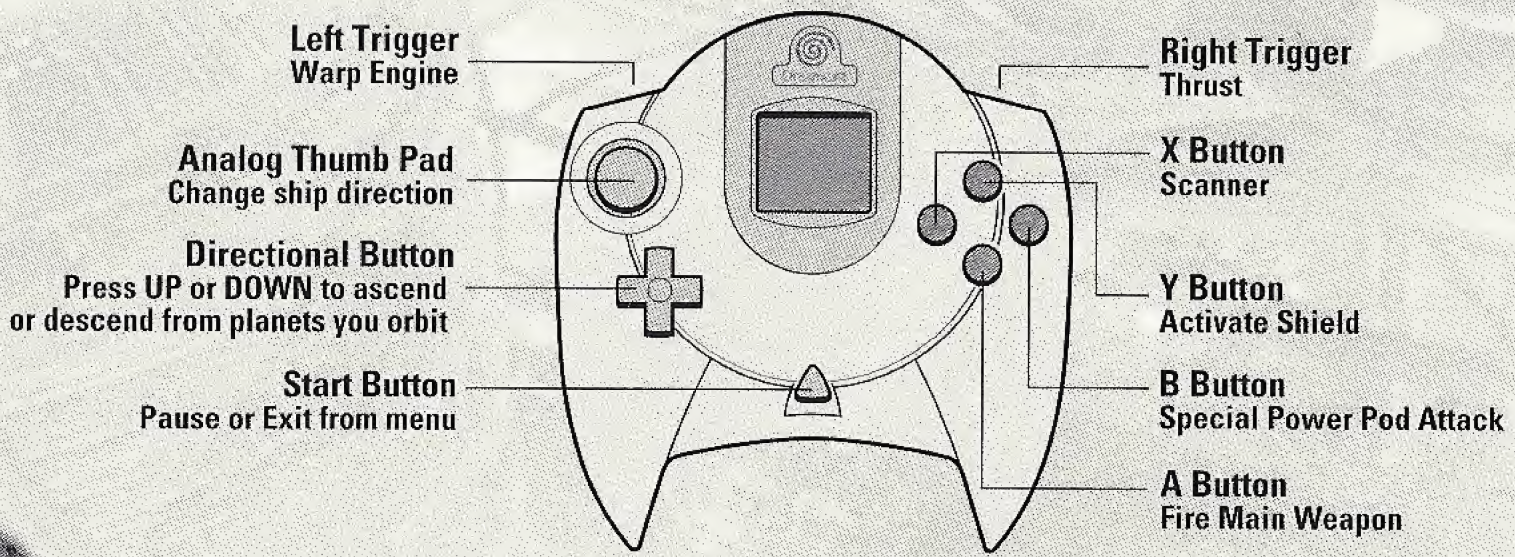
KNOW YOUR CONTROLLER

Armada is a 4 Player game. Before turning the Sega Dreamcast power ON, connect the controllers or other peripheral equipment into the control ports of the Sega Dreamcast. I also recommend that you insert all your Visual Memory Units into the Expansion Sockets of your Sega Dreamcast Controller before turning power ON. To return to the title screen at any point during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and **START** buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

NOTE: Be sure to never touch the Analog Thumb Pad or the L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

SEGA DREAMCAST CONTROLLER

Overhead View



GETTING STARTED

Armada is an extremely long game. You will want to use a VMU (Visual Memory Unit) to record your character improvement and progress in the game. Before you turn the power on to your Sega Dreamcast system, insert your VMU into one of the expansion sockets on top of your Controller. If you have multiple Controllers, you can insert up to 8 VMUs into the Controller expansion sockets. You only need one VMU to save your game, but your friends might want to bring their VMU over to have their character join your game or just to trade items you have found.

When you first run the game, you will see a short movie that tells the history of Armada. After the movie is over, you will see the Start screen. Press **START** to enter the game.

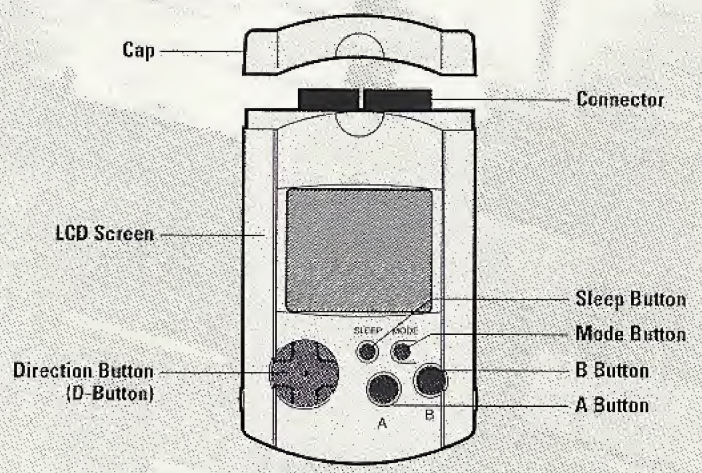
Now you will see a screen that shows Allied Command and four Armada World Slots on the currently selected VMU. If you select an empty slot and press Ⓐ, you will start a new game that will be saved in that slot. If you select a save game slot, you can press Ⓐ to load the game or Ⓑ to delete the game slot. The nice thing is that the game is saved separately from your character, so you can take your character to join any game you want or even take a well-developed character into a brand new game.

Since this is probably your first time playing Armada, choose the first Armada World Slot and press Ⓐ to create a new game. Now you are ready to make your first character.

Armada requires 6 free memory blocks on the VMU for saving your game. You can save your game at any time while you are playing Armada by pausing the game and selecting the SAVE option. You can store up to 4 campaigns and 6 characters on one VMU.

While saving a game file, never turn OFF the Dreamcast power, never remove the memory card,and never disconnect the controller.

VISUAL MEMORY UNIT (VMU)

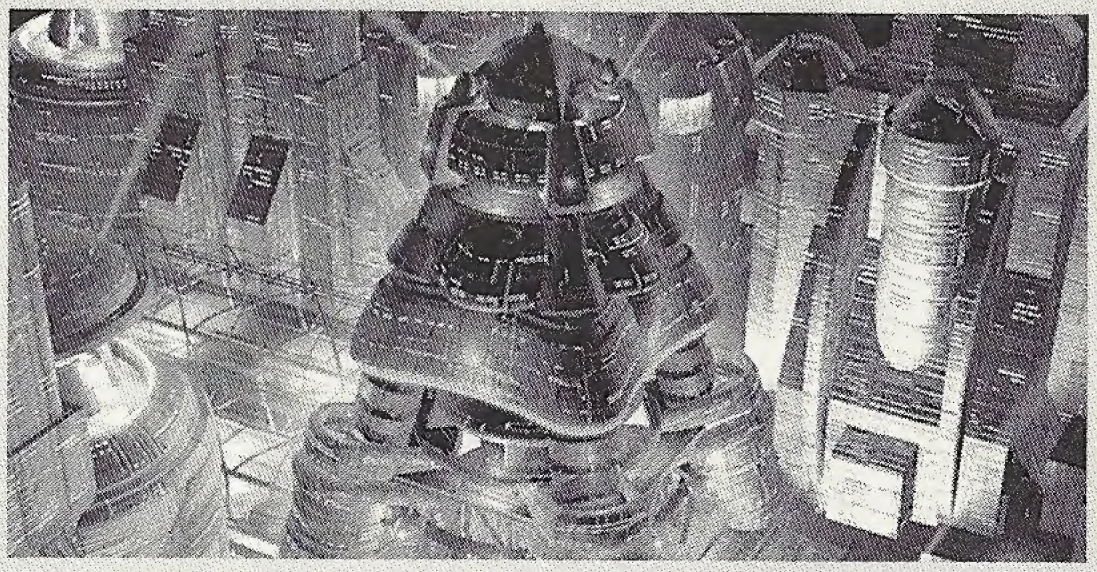


CREATE A CHARACTER

Your character is "you" in the game. You will make some choices and give your character a name. When you play using your character, your character will change and grow based on the experiences you have and the technology your character discovers.

First choose your starting race. Each race has an advantage based on their past history. Read the earlier section about the Allied Races to help you decide which race you would enjoy most.

Now enter your character's name. Press Ⓐ to select a letter of the alphabet. Press Ⓧ to backspace if you made a mistake entering your name. Press Ⓑ to go back one screen. When you are done entering your name, press Ⓨ. Now your character is ready to explore space, but you should wait for your other friends to load their characters or create new characters first. If everybody is ready (or if you are playing solo), then press **START** to enter the world of Armada.



You start the game at the Alliance City on the surface of the only civilized planet the Alliance controls. The Allied Citizens that live in the city work on developing technology and making new ship designs for you. Above the City are several ships flying around. These are high-ranking members of Allied Command. They have access to intelligence reports and resources that will help you fight the Armada. If you want to talk to them, press the Ⓧ button to activate your scanner and scan the ship you want to hail.

The first thing you should do is go find the Nomad named Phoenix and talk to him about getting some Power Pods. Talk to the other command ships in the city and listen to what they think is the best way to fight the Armada.

When you are ready, press up on the **Directional Button** (the one under your Analog Thumb Pad), to lift-off from the planet and enter space. You should then travel to the Allied Starbase at X:-78, Y:99. If you encounter the Armada along the way, fight them by pressing the Ⓐ button to fire your main weapon. If your ship is destroyed, do not worry. You will not lose any items or progress in the game if your ship is destroyed.

HINTS & TIPS

1. If you find debris in space, use your scanner to look for hidden items that may be in the wreckage.
2. Each Armada ship has a unique behavior. Watch their actions and think about how to defeat them.
3. If you encounter an enemy that is too strong, go elsewhere and build up your strength and then try to fight the enemy again. You will never be penalized for being destroyed.
4. If you play the game with 3 other people, you can use teamwork to defeat the game faster.
5. Keep notes about what you have learned to help solve challenges in the game. It is especially useful to note coordinates of interest that you have found. My favorite coordinate is X:22522, Y:7334. Share your ideas and information with people on the internet at the Armada Forum at **http://www.metro3d.com** and help other people, or just visit to talk to other players.

CREDITS

Director
Mark Jordan

Game Design
Mark Jordan
Roger Fang

Programming
Roger Fang
Titus Wilson

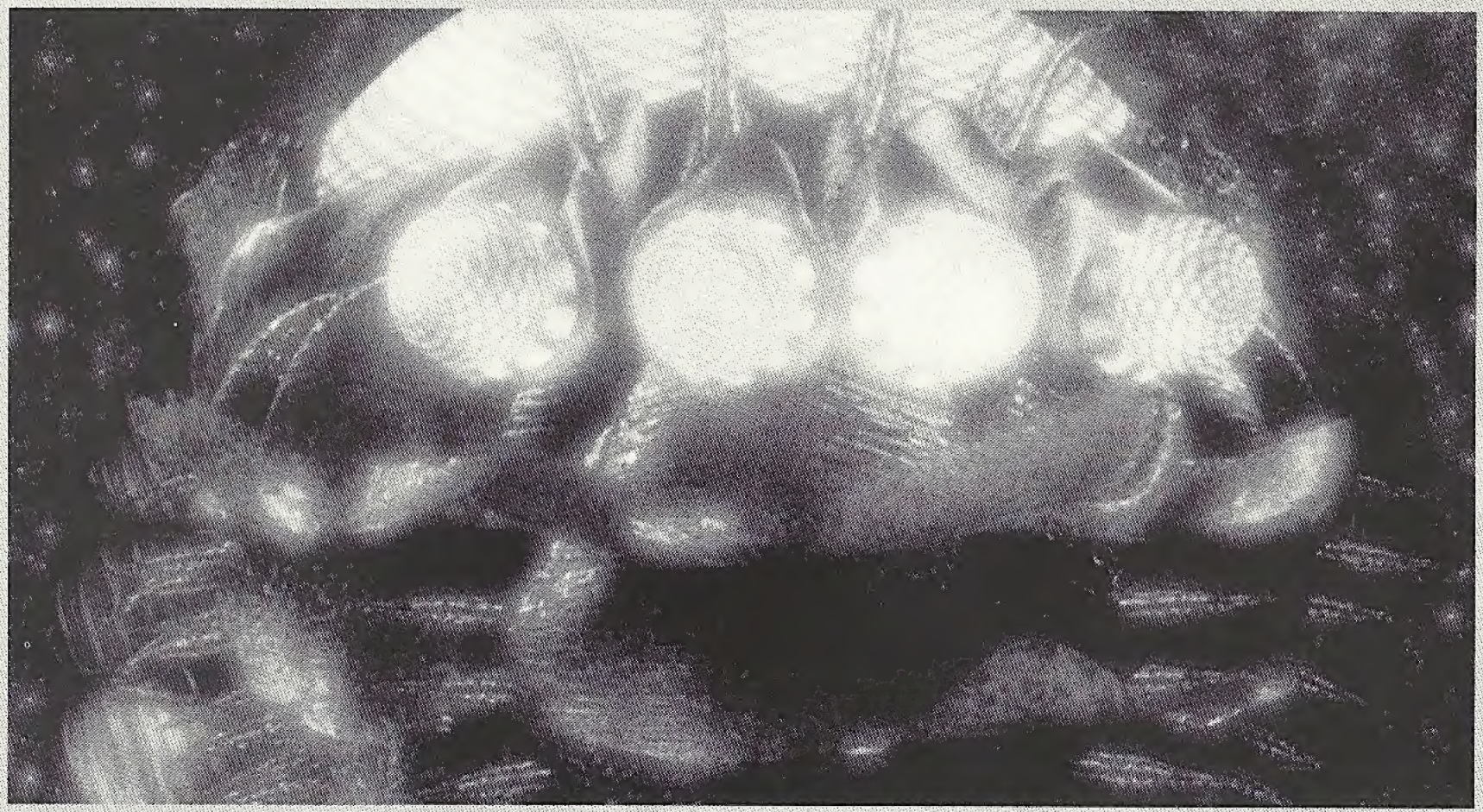
Game Art
Shaun Tsai
Mark Jordan
Eagle

Sound and Music
Jeff Hofmann

Opening Cinematic
Jonathan Chen
Andy Harbeck
Jeff Hofmann
Scott Krehbiel
Jake Morrison
Colin Raesler

Voice Talent
Jacquie Bernal
Randall Frizado
Amy Himes
Jeff Hofmann
Mark Jordan
Meredith King
Gayle Lewis-Rally
Jake Morrison
Catalina Quijano
Jonathan Rhys Williams

NOTES



NOTES

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As a condition precedent to the warranty coverage provided below and to ensure identification, the original purchaser must complete and mail to Metro3D Inc. 12 South First Street, 10th Floor, San Jose, CA. 95113 within 30 days after the purchase, the Registration/Warranty card enclosed in this product. To the original purchaser only, Metro3D warrants the media to be free from defects in materials for 90 days. If during the first 90 days of purchase, a defect in media should occur, the software may be returned to Metro3D, who will replace the media at no charge. If at any time after the initial 90 day period the media becomes defective, the media may be returned to Metro3D for replacement at reasonable service charge. In no case will Metro3D be held liable for direct, indirect, or incidental damages resulting from any defect or omission in the manual, or any related items and processed, including, but not limited to, any interruption of services, loss of business, anticipated profit, or any other consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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ARMADA™

Metro3D, Inc.

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